

Eedjit, Stone Cold

by DM Superelf

FREQUENCY: Uncommon on the Para-Elemental Plane of Ice, Very rare elsewhere

NO. APPEARING: 1

ARMOR CLASS: 6

MOVE: 10"/6"

HIT DICE: 3

% IN LAIR: Nil

TREASURE TYPE: Q

NO. OF ATTACKS: 2 (punches)

DAMAGE/ATTACK: 1-8/1-8

SPECIAL ATTACKS: Cone of Cold

SPECIAL DEFENSES: Gate,
immune to cold-based attacks

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low

ALIGNMENT: Neutral Evil

SIZE: S (4' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: III/80+3/hp

Stone cold eedgits, from the Para-Elemental Plane of Ice, are immune to cold and cold-based attacks. Once per day they may cast a *Cone of Cold* at their enemies.

These eedgits appear to be completely frozen humanoids, with green/white skin and frost-encrusted hair.

Note that stone cold eedgits can only swim in sub-freezing water; water warmer than this will cause the eedgit 1 hit point of damage per round. Water warmer than body temperature will cause 2 hit points of damage per round, and boiling water will cause 1 hit point of damage per segment.

